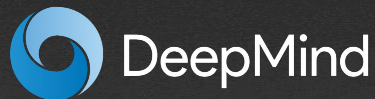


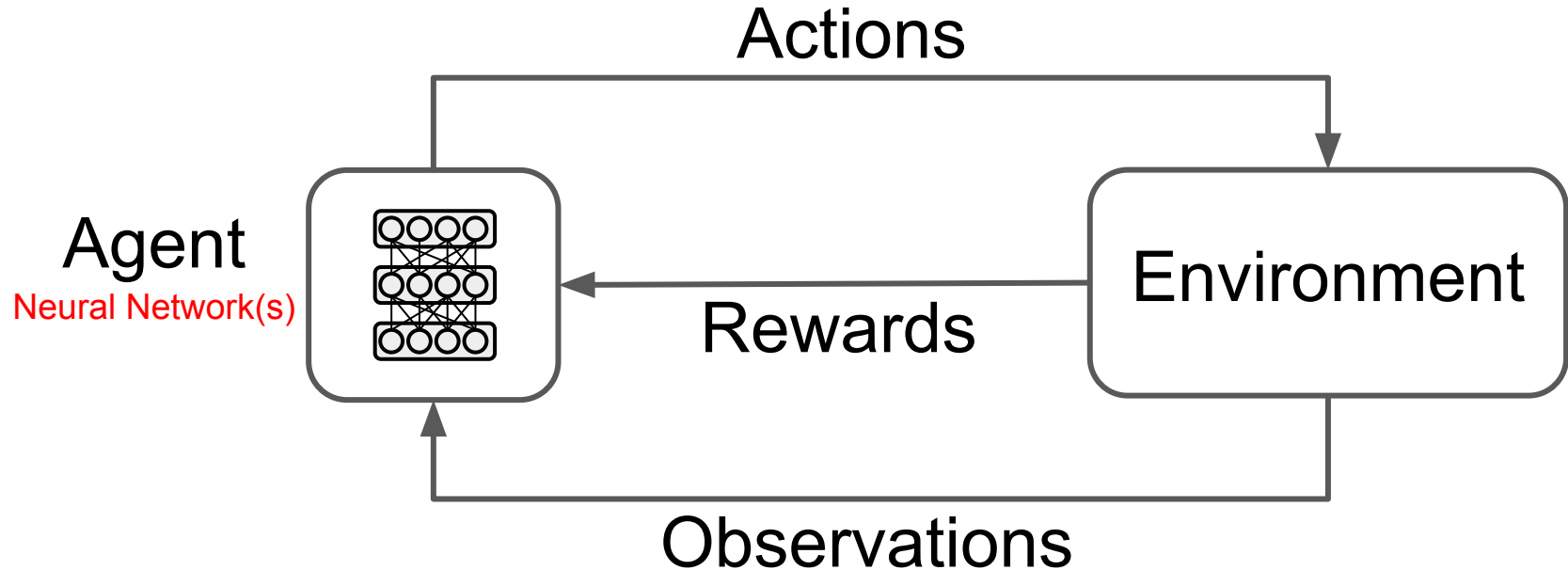
# Recent advances in model-free and model-based reinforcement learning

Timothy Lillicrap  
Research Scientist, DeepMind & UCL

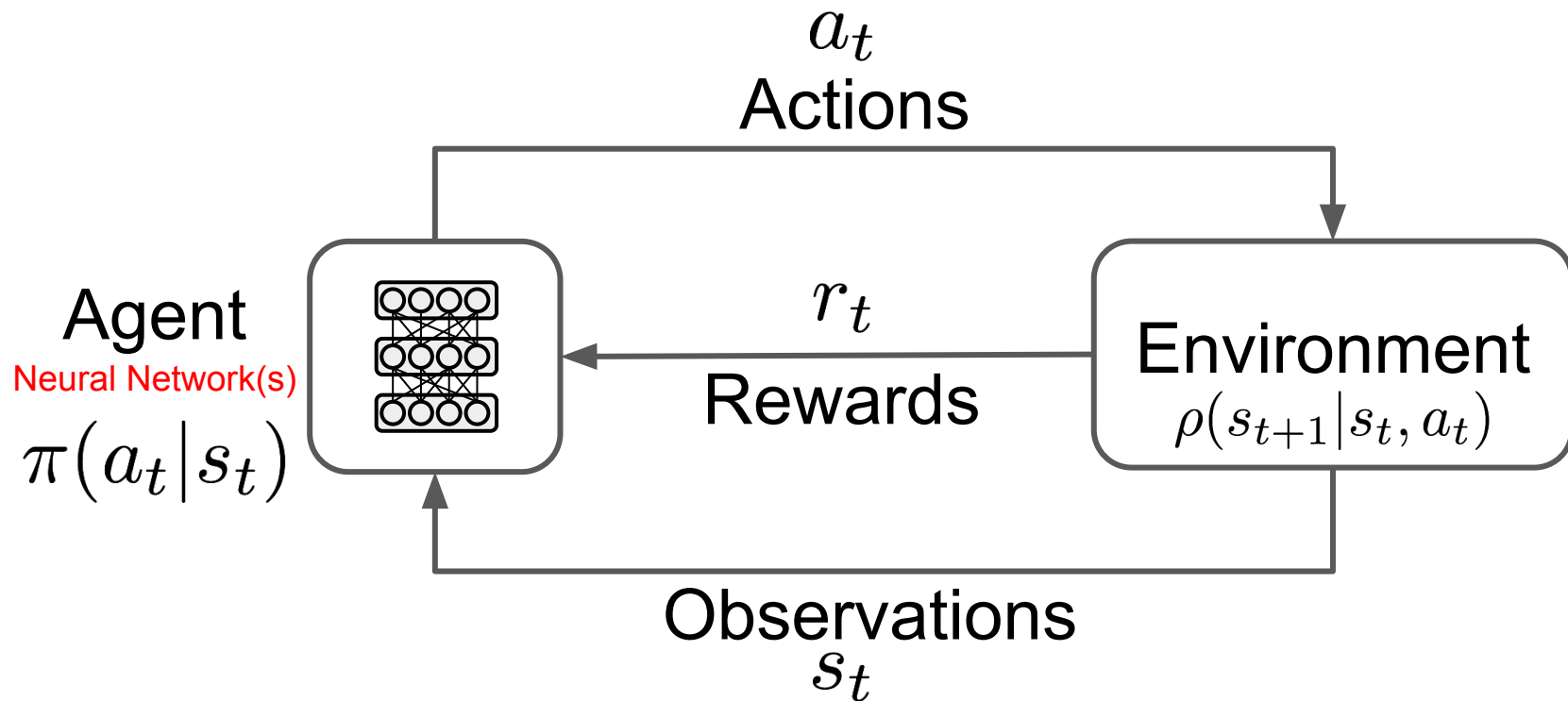
20 18 IMAG Futures



# What is Deep Reinforcement Learning?



# Formalizing the Agent-Environment Loop



# Measuring Outcomes

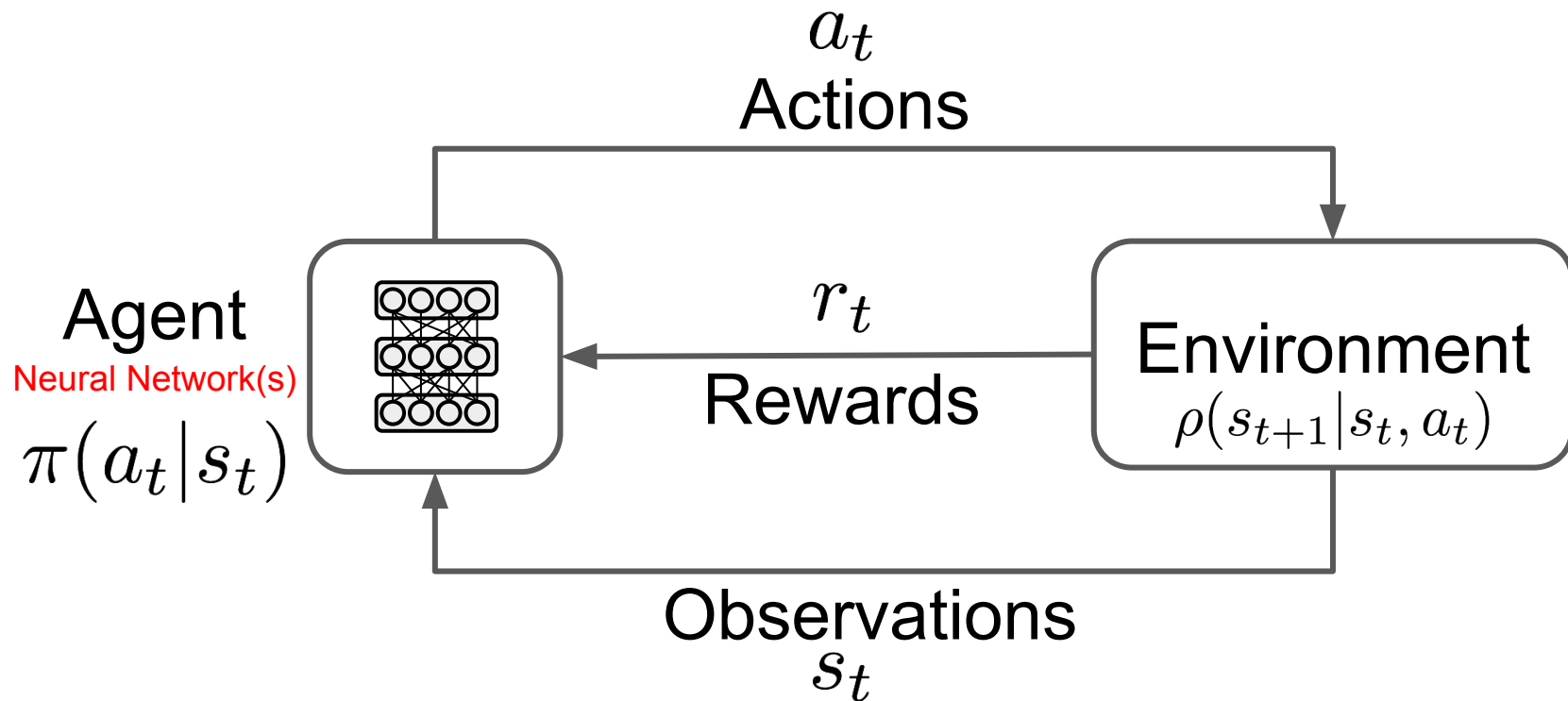
Return for a single trial:

$$R(\tau) = \sum_{t=0}^T \gamma^t r_t$$

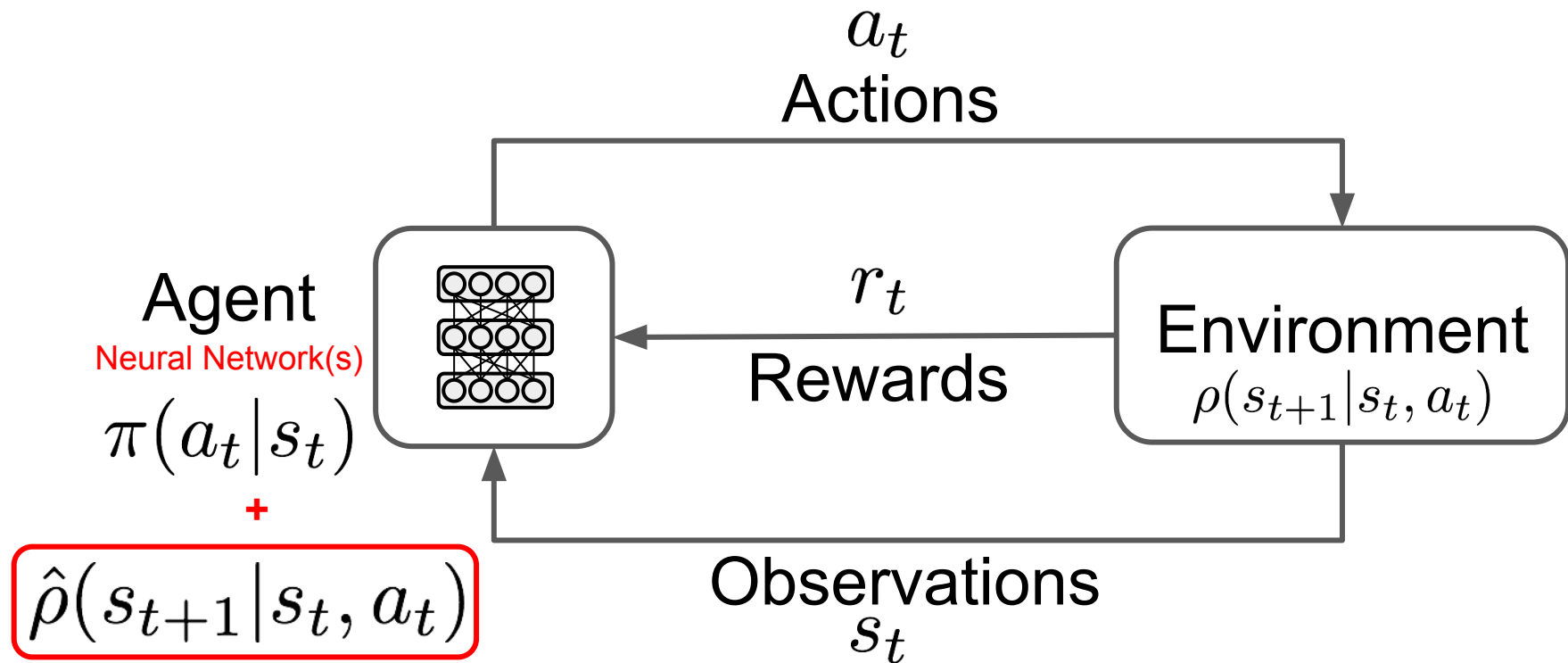
Objective function:

$$J(\theta) = \int_{\mathbb{T}} p_{\theta}(\tau) R(\tau) d\tau$$

# Formalizing the Agent-Environment Loop



# Model-free versus model-based RL



## A Single Trial

$r_0,$	$r_1,$	$r_2,$	$\dots,$	$r_T$
$a_0,$	$a_1,$	$a_2,$	$\dots,$	$a_T$
$\pi(a_0 s_0),$	$\pi(a_1 s_1),$	$\pi(a_2 s_2),$	$\dots,$	$\pi(a_T s_T)$
$s_0,$	$s_1,$	$s_2,$	$\dots,$	$s_T$
	$\rho(s_1 s_0, a_0),$	$\rho(s_2 s_1, a_1),$	$\dots,$	$\rho(s_T s_{T-1}, a_{T-1})$
	Time $\longrightarrow$			

Probability of trajectory  $\mathcal{T}$

$$p_{\theta}(\tau) = \rho(s_0) \prod_{t=0}^T \rho(s_{t+1}|s_t, a_t) \pi_{\theta}(a_t|s_t)$$


# The Policy Gradient

Derivative of the log function  
+  
Chain Rule

$$\nabla_x \log f(x) = \frac{1}{f(x)} \nabla_x f(x)$$

$\implies$

$$\nabla_x f(x) = f(x) \nabla_x \log f(x)$$

$$\begin{aligned} \nabla_{\theta} J(\theta) &= \int_{\mathbb{T}} \boxed{\nabla_{\theta} p_{\theta}(\tau)} R(\tau) d\tau \\ &= \int_{\mathbb{T}} \boxed{p_{\theta}(\tau) \nabla_{\theta} \log p_{\theta}(\tau)} R(\tau) d\tau \\ &= \mathbb{E}_{\pi_{\theta}} [\nabla_{\theta} \log p_{\theta}(\tau) R(\tau)] \end{aligned}$$




# The Policy Gradient

$$\begin{aligned} p_{\theta}(\tau) &= \rho(s_0) \prod_{t=0}^T \rho(s_{t+1}|s_t, a_t) \pi_{\theta}(a_t|s_t) \\ \Rightarrow \log p_{\theta}(\tau) &= \log \rho(s_0) + \sum_{t=0}^T \log \rho(s_{t+1}|s_t, a_t) + \sum_{t=0}^T \log \pi_{\theta}(a_t|s_t) \\ \Rightarrow \nabla_{\theta} \log p_{\theta}(\tau) &= \sum_{t=0}^T \nabla_{\theta} \log \pi_{\theta}(a_t|s_t) \end{aligned}$$

$$\begin{aligned} \Rightarrow \nabla_{\theta} J(\theta) &= \mathbb{E}_{\pi_{\theta}} [\nabla_{\theta} \log p_{\theta}(\tau) R(\tau)] \\ &= \mathbb{E}_{\pi_{\theta}} \left[ \sum_{t=0}^T \nabla_{\theta} \log \pi_{\theta}(a_t|s_t) R(\tau) \right] \end{aligned}$$

The environment dynamics disappear from the policy gradient!

# Update Parameters with the Policy Gradient

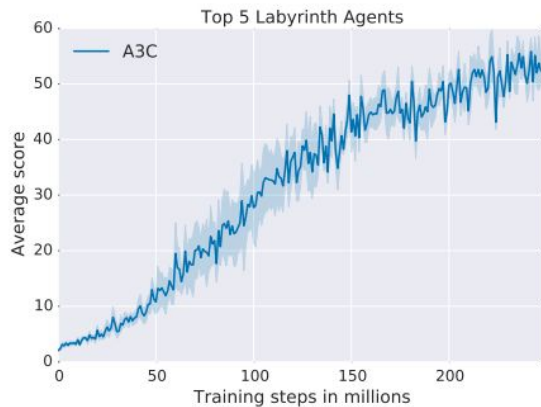
1. Sample a trajectory by rolling out the policy:

$$\mathcal{T} \sim \begin{matrix} r_0, & r_1, & r_2, & \dots, & r_T \\ a_0, & a_1, & a_2, & \dots, & a_T \\ \pi(a_0|s_0), & \pi(a_1|s_1), & \pi(a_2|s_2), & \dots, & \pi(a_T|s_T) \\ s_0, & s_1, & s_2, & \dots, & s_T \\ & \rho(s_1|s_0, a_0), & \rho(s_2|s_1, a_1), & \dots, & \rho(s_T|s_{T-1}, a_{T-1}) \end{matrix}$$

2. Compute an estimate of the policy gradient and update network parameters:

$$\theta_{i+1} = \theta_i + \eta \nabla_{\theta} J(\hat{\theta})|_{\theta=\theta_i}$$

# Training Neural Networks with Policy Gradients



100s of Millions of steps!

The policy gradient has high variance.



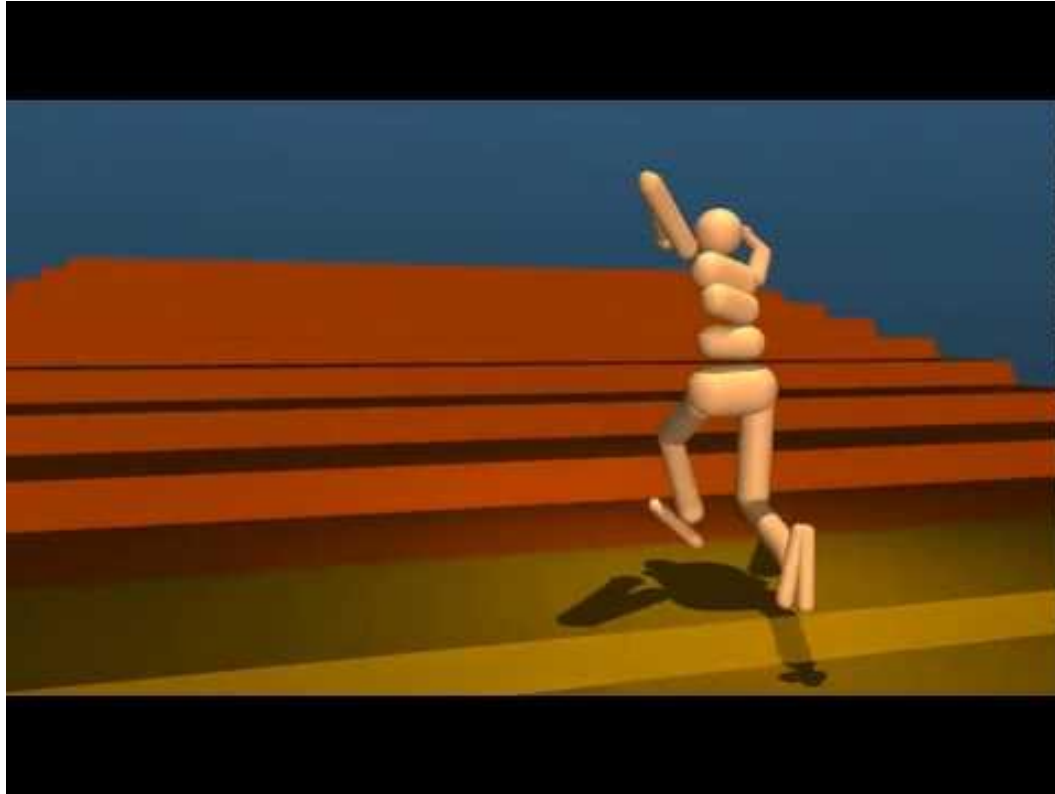
## Combating Variance with Value Functions

$$V^{\pi}(s) = \mathbb{E}_{\pi} \left[ \sum_{t=\tau}^T \gamma^t r_t \mid s_t = s \right]$$

$$Q^{\pi}(s, a) = \mathbb{E}_{\pi} \left[ \sum_{t=\tau}^T \gamma^t r_t \mid s_t = s, a_t = a \right]$$

$$A^{\pi}(s, a) = Q^{\pi}(s, a) - V^{\pi}(s)$$

# Proximal Policy Gradient for Flexible Behaviours



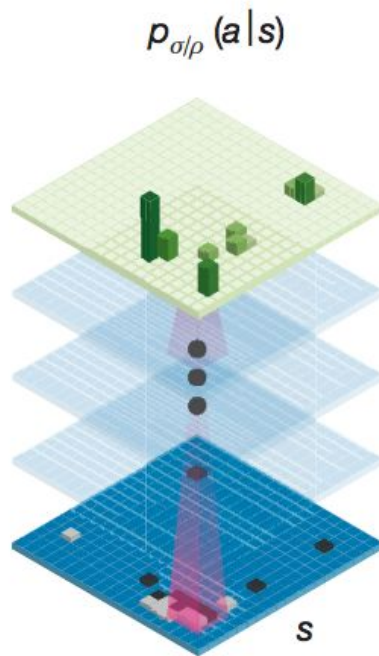
# Playing Go with Deep Networks and Planning



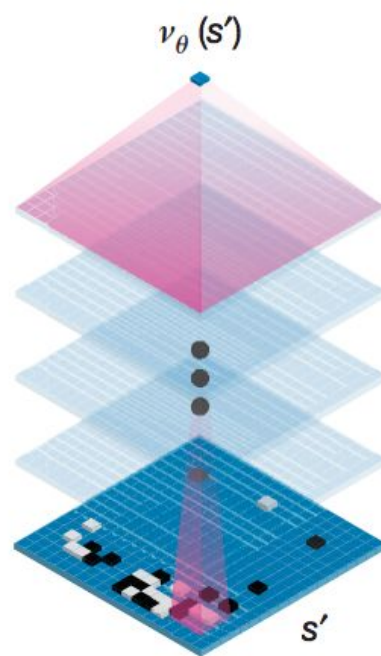
$$\rho(s_{t+1} | s_t, a_t)$$

Use environment model  
in order to plan!

Policy network

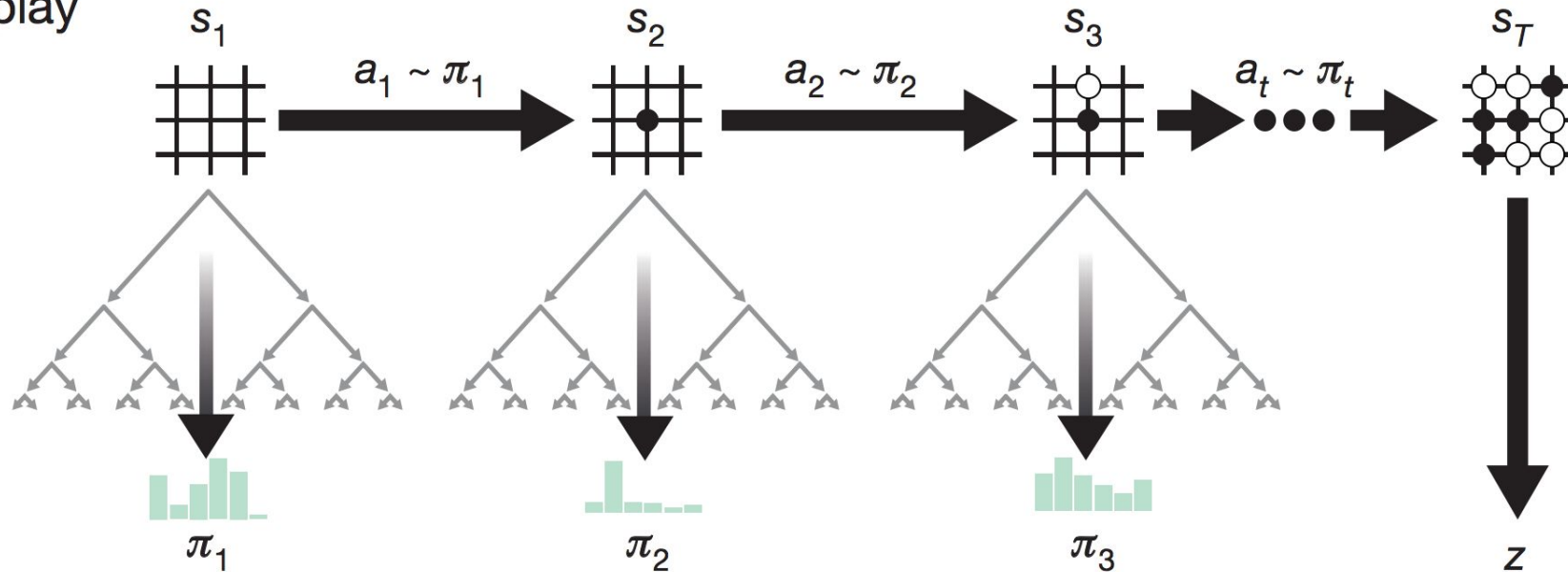


Value network



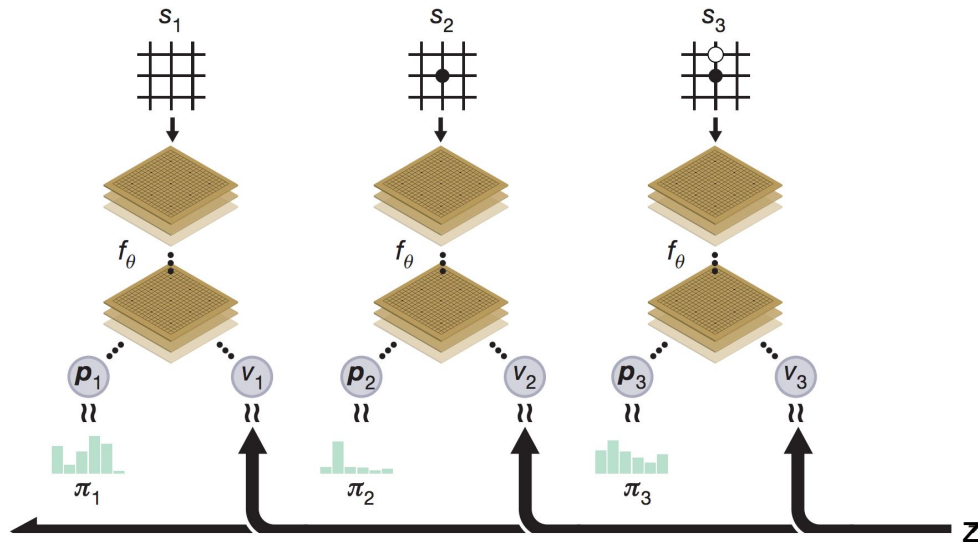
# Playing Go with Without Human Knowledge

Self-play



# Playing Go with Without Human Knowledge

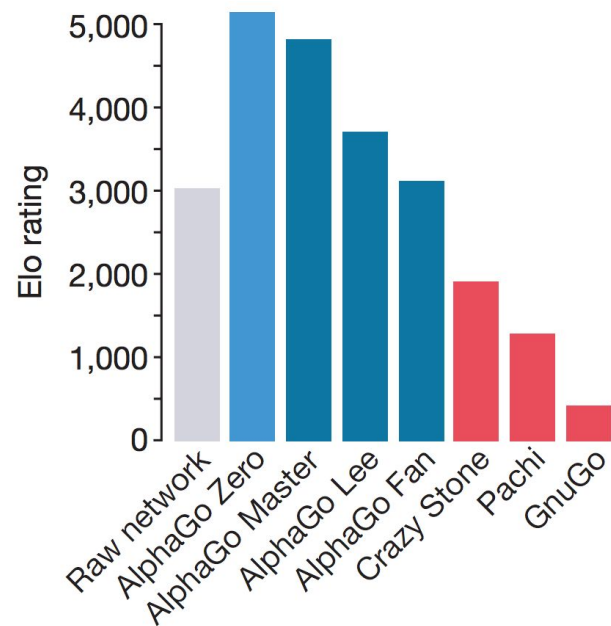
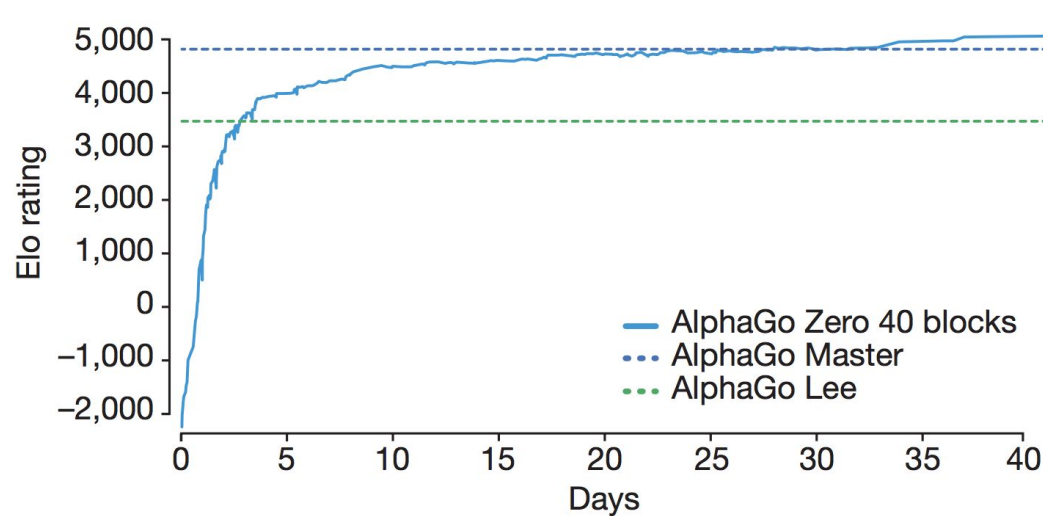
Neural network training



$$(\mathbf{p}, v) = f_\theta(s) \quad \text{and} \quad l = (z - v)^2 - \boldsymbol{\pi}^T \log \mathbf{p} + c \|\boldsymbol{\theta}\|^2$$

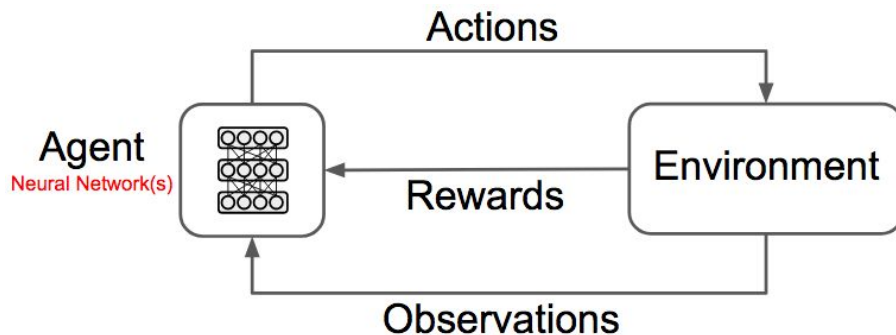


# Playing Go with Without Human Knowledge



# Model-based RL in unknown environments

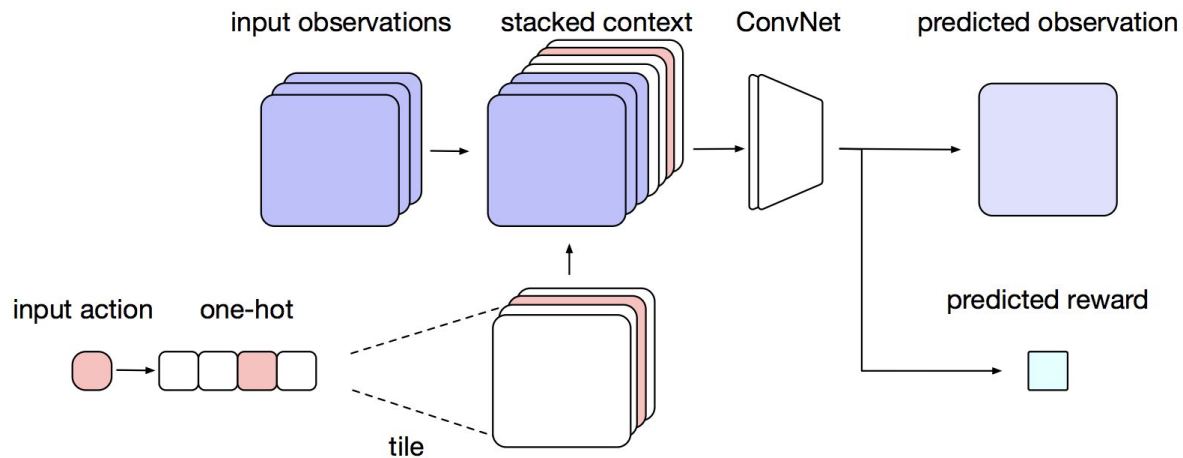
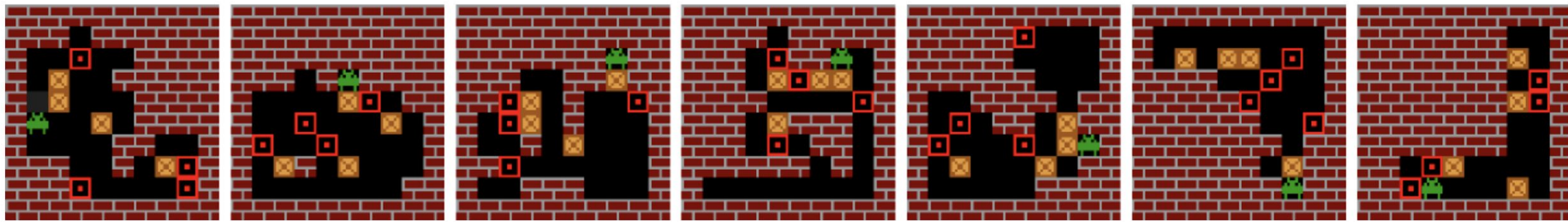
- Learned / imperfect dynamics models are difficult to leverage for benefits in complex environments.
- In part this is because planners will exploit model imperfections.
- Modelling uncertainty is one possible solution.
- Another is to allow a model-free component to decide *when* to trust a causal model.



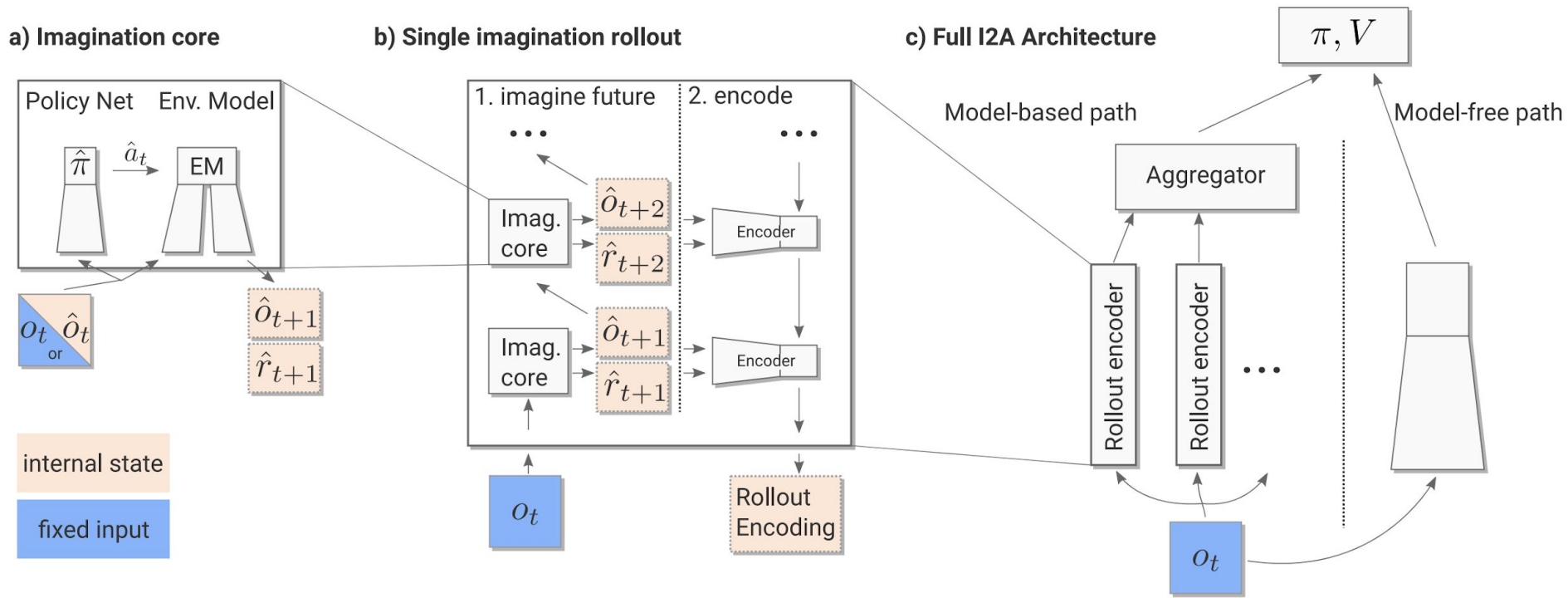
$$\hat{p}(s_{t+1} | s_t, a_t)$$

+ planning

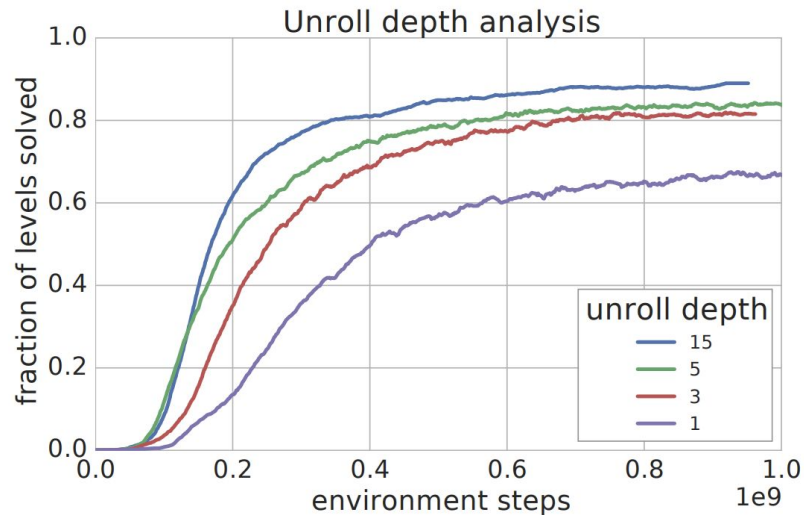
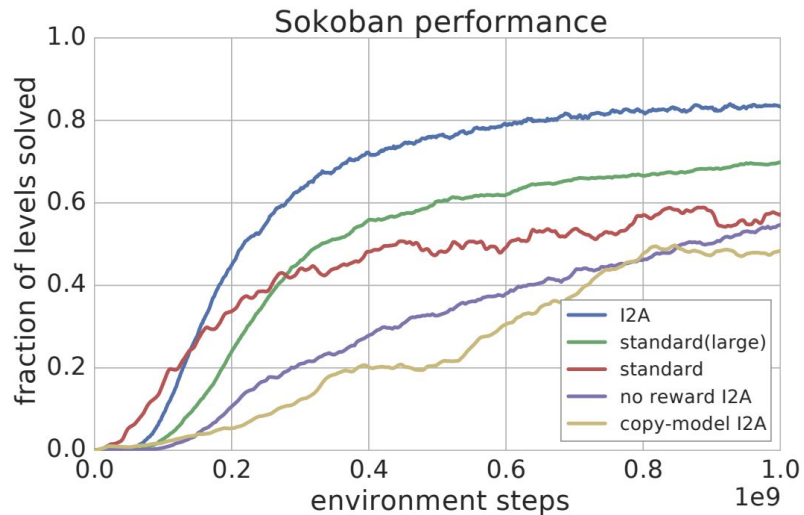
# Merging model-based and model-free approaches



# Merging model-based and model-free approaches



# Merging model-based and model-free approaches



Questions?